

Iz, Combat Production Class

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Game - Smithing | BFR/S78-001 T: None

L0C0

Iz, Combat Production Class

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Game - Smithing | BFR/S78-001SP T: None

L0C0

Maple, Loving Sacrifice

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Loving Sacrifice" is in the CZ, and you have 4 or more other ::Game:: Charas, until the next end of your Opp.'s turn this gains +2500 Pow and the following ability. "[C] The card Opposite this gets -2 Soul."

Game - Shield | BFR/S78-002 T: Soul

L3C2

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Maple, Loving Sacrifice

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Loving Sacrifice" is in the CZ, and you have 4 or more other ::Game:: Charas, until the next end of your Opp.'s turn this gains +2500 Pow and the following ability. "[C] The card Opposite this gets -2 Soul."

Game - Shield | BFR/S78-002SEC T: Soul

L3C2

May & Yui, Big Eaters

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.  
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Game - Twins | BFR/S78-003 T: Soul

L3C2

May & Yui, Big Eaters

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.  
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Game - Twins | BFR/S78-003SPA T: Soul

L3C2

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

May & Yui, Big Eaters

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.  
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Game - Twins | BFR/S78-003SPb T: Soul

L3C2

Maple, Time for Two

[C] During your Opp.'s turn, this gains +4000 Pow.  
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and choose up to 1 ::Game:: Chara from among them, reveal it, put it in your hand, and put the rest in the WR.

Game - Shield | BFR/S78-004 T: None

L0C0

Maple, Time for Two

[C] During your Opp.'s turn, this gains +4000 Pow.  
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and choose up to 1 ::Game:: Chara from among them, reveal it, put it in your hand, and put the rest in the WR.

Game - Shield | BFR/S78-004S T: None

L0C0

May & Yui, Novice Players

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR."  
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
[S] [(1)] Choose 1 of your ::Game:: Charas, and that Chara gains +1 Soul for the turn.

Game - Twins | BFR/S78-005 T: None

L0C0

May & Yui, Novice Players

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR."  
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
[S] [(1)] Choose 1 of your ::Game:: Charas, and that Chara gains +1 Soul for the turn.

Game - Twins | BFR/S78-005S T: None

L0C0

Iz, Infinite Quest

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
[S] [(1)] Choose 1 of your ::Game:: Charas, and that Chara gains +1 Soul for the turn.

Game - Smithing | BFR/S78-006 T: None

L0C0

Iz, Infinite Quest

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
[S] [(1)] Choose 1 of your ::Game:: Charas, and that Chara gains +1 Soul for the turn.

Game - Smithing | BFR/S78-006S T: None

L0C0

Maple, Guildmaster

[A] When "Maple Tree" is placed to your CZ, if this is in your Front Row, you may choose a Level X or lower Chara in your WR and return it to your hand. X equals the number of "Maple Tree" in your WR.  
[A] RESONATE [Reveal any number of "Maple, Loving Sacrifice" from your hand] When this attacks, may pay. If so, until the next end of your Opp.'s turn this gains +X Pow. X equals the number of cards revealed times 1500.

Game - Shield | BFR/S78-007 T: None

L1C0

May, Immediate Force

[C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
[A] CX COMBO This ability activates up to once per turn. When this card's Damage is cancelled, if "King of Destruction" is in your CZ, you may choose up to 1 ::Game:: Chara in your WR, put it to Stock, and reveal the top card of your LB. If the revealed card is a ::Game:: Chara, put it in your hand. (Otherwise put it back)

Game - Twins | BFR/S78-008 T: None

L1C0

May, Immediate Force

[C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
[A] CX COMBO This ability activates up to once per turn. When this card's Damage is cancelled, if "King of Destruction" is in your CZ, you may choose up to 1 ::Game:: Chara in your WR, put it to Stock, and reveal the top card of your LB. If the revealed card is a ::Game:: Chara, put it in your hand. (Otherwise put it back)

Game - Twins | BFR/S78-008S T: None

L1C0

Yui, Immediate Force

[C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
[A] CX COMBO When your Opp. Levels Up, if "King of Destruction" is in your CZ and this is in your Front Row, you may choose up to 1 ::Game:: Chara in your WR, put it to Stock, and reveal the top card of your LB. If the revealed card is a ::Game:: Chara, put it in your hand. (Otherwise put it back)

Game - Twins | BFR/S78-009 T: None

L1C0

Yui, Immediate Force

[C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
[A] CX COMBO When your Opp. Levels Up, if "King of Destruction" is in your CZ and this is in your Front Row, you may choose up to 1 ::Game:: Chara in your WR, put it to Stock, and reveal the top card of your LB. If the revealed card is a ::Game:: Chara, put it in your hand. (Otherwise put it back)

Game - Twins | BFR/S78-009S T: None

L1C0

Maple, Snow White

[A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level, place it to any Slot on the Stage, and for the turn, that Chara gains +2000 Pow.

[A] [(2)] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gain the following ability for the turn: "[A] This ability activates up to once per turn. When this Chara's Damage is cancelled, deal 1 Damage to your Opp.." (DC can occur)

Game - Shield | BFR/S78-010 T: Soul

L3C2

Maple, Snow White

[A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level, place it to any Slot on the Stage, and for the turn, that Chara gains +2000 Pow.

[A] [(2)] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gain the following ability for the turn: "[A] This ability activates up to once per turn. When this Chara's Damage is cancelled, deal 1 Damage to your Opp.." (DC can occur)

Game - Shield | BFR/S78-010S T: Soul

L3C2

Yui, Swimsuit

[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

[A] When the Damage of this card is Cancelled, you may return the top card of your Stock to your hand.

Game - Twins | BFR/S78-011 T: None

L0C0

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Maple, Third Place in Event

[A] When this attacks, reveal the top card of your LB. If that card is Level 1 or higher, choose 1 of your other Charas, Rest it, and move it to an empty slot in the Back Row. [Climax Cards are considered to be Level 0 for this effect. Put the revealed card back]

Game - Shield | BFR/S78-012 T: None

L0C0

May, Swimsuit

[A] [Discard 2 ::Game:: Charas from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 from among them, put it in your hand, and put the remaining cards to Stock in any order.

Game - Twins | BFR/S78-013 T: None

L0C0

Kuromu, Solid Way of Fighting

[A] When this is placed from hand to the Stage, if you have another ::Game:: Chara, this gains +2000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Game:: Charas and return it to your hand.

Game - Shield | BFR/S78-014 T: None

L0C0

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

Yui, Twin Sister

[C] This cannot Side Attack.

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Game - Twins | BFR/S78-015 T: None

L0C0

Maple, Unbalanced

[A] [(1)] When a Climax is placed in your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR. (Climax cards are considered to be Level 0 for this effect)

[S] [Rest this] Choose 1 of your Opp.'s Charas, send it to Memory, then your Opp. places that Chara from Memory to any slot on their Stage.

Game - Shield | BFR/S78-016 T: None

L1C0

May, Twin Sister

[C] During your turn this gains +4000 Pow.

Game - Twins | BFR/S78-017 T: None

L1C0

Iz, Alchemist's Long Coat

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Game:: Charas, and that Chara gains +3000 Pow for the turn.

[A] CX COMBO [Put a "Iz Workshop" from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, choose up to 2 ::Game:: Charas in any order from your WR and place them to Stock.

Game - Smithing | BFR/S78-018 T: Soul

L2C1

May, Twin Girl

--No Text--

Game - Twins | BFR/S78-019 T: None

L0C0

Iz, Adult Correspondence

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -3000 Pow.

Game - Smithing | BFR/S78-020 T: None

L1C0

Yui, Twin Girl

[C] If there is at least 1 Marker under this, this gains +3500 Pow and +1 Soul.

[A] When this is placed from hand to the Stage, you may choose a "May, Twin Girl" in your WR and put it face-up under this as Marker.

Game - Twins | BFR/S78-021 T: None

L1C0

Maple, Counter

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Game - Shield | BFR/S78-022 T: Soul

L2C1

May, Extreme Swing

[C] All of your other "Yui, Extreme Swing" gain +3000 Pow.

Game - Twins | BFR/S78-023 T: Soul

L2C1

Yui, Extreme Swing

[C] All of your other "May, Extreme Swing" gain +3000 Pow.

Game - Twins | BFR/S78-024 T: Soul

L2C1

Kuromu, Bloodstained White Armor

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Game - Shield | BFR/S78-025 T: Soul

L2C1

Happy Miscalculation

All of your Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When this card's Damage is cancelled, you may deal 1 Damage to your Opp.." (DC may occur)

BFR/S78-026 T: None

L3C3

Loving Sacrifice

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-027 T: Choice

Loving Sacrifice

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-027R T: Choice

Maple Tree

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-028 T: Choice

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King of Destruction

[C] All your Charas gain +2 Soul.

BFR/S78-029 T: 2 Soul

King of Destruction

[C] All your Charas gain +2 Soul.

BFR/S78-029R T: 2 Soul

Iz Workshop

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-030 T: Soul Bounce

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

Sally, Wide Variety

[C] You may play your Climax cards without meeting the color requirement.  
[A] [Discard a card from your hand to the WR] When your Climax is placed in the CZ, may pay. If so, draw a card.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Weapon | BFR/S78-031 T: None

L0  
CO

Sally, Wide Variety

[C] You may play your Climax cards without meeting the color requirement.  
[A] [Discard a card from your hand to the WR] When your Climax is placed in the CZ, may pay. If so, draw a card.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Weapon | BFR/S78-031SP T: None

L0  
CO

Kasumi, First of Sword

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.  
[A] CX COMBO When this attacks, if "Stopped Being Ordinary" is in your CZ, of you have 6 or fewer cards in your hand, look at up to X cards from the top of your LB, choose up to 1 ::Game:: Chara from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR. X equals the number of your Opp.'s Charas.

Game - Weapon | BFR/S78-032 T: None

L1  
CO

Kasumi, First of Sword

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.  
[A] CX COMBO When this attacks, if "Stopped Being Ordinary" is in your CZ, of you have 6 or fewer cards in your hand, look at up to X cards from the top of your LB, choose up to 1 ::Game:: Chara from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR. X equals the number of your Opp.'s Charas.

Game - Weapon | BFR/S78-032SP T: None

L1  
CO

Kasumi, Event Bonus

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Weapon | BFR/S78-033 T: None

L0  
CO

Kasumi, Event Bonus

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Weapon | BFR/S78-033S T: None

L0  
CO

Maple, Strongest Beginner

[A] [Discard a "Maple, Loving Sacrifice" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to the LB, and shuffle your LB.  
[S] [(1) Put this in the WR] If you are Level 3 or higher, choose a Chara with "Maple" in name from your hand and place it to any slot on your Stage.

Game - Shield | BFR/S78-034 T: None

L0  
CO

Maple, Strongest Beginner

[A] [Discard a "Maple, Loving Sacrifice" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to the LB, and shuffle your LB.  
[S] [(1) Put this in the WR] If you are Level 3 or higher, choose a Chara with "Maple" in name from your hand and place it to any slot on your Stage.

Game - Shield | BFR/S78-034S T: None

L0  
CO

Maple, Event Bonus

[A] [(1) Discard a ::Game:: Chara from your hand to the WR, send this to Memory] When this is Reversed in Battle, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 card from among them, add it to hand, and put the remaining cards in the WR.

Game - Shield | BFR/S78-035 T: None

L0  
CO

Maple, Event Bonus

[A] [(1) Discard a ::Game:: Chara from your hand to the WR, send this to Memory] When this is Reversed in Battle, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 card from among them, add it to hand, and put the remaining cards in the WR.

Game - Shield | BFR/S78-035S T: None

L0  
CO

Sally, Event Bonus

[C] You cannot play Events or BACKUP from hand.  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Game:: Charas among those cards.

Game - Weapon | BFR/S78-036 T: None

L0  
CO

Sally, Event Bonus

[C] You cannot play Events or BACKUP from hand.  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Game:: Charas among those cards.

Game - Weapon | BFR/S78-036S T: None

L0  
CO

Maple & Sally, Great Adventure

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB into the WR. X equals the number of your ::Game:: Charas.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Game | BFR/S78-037 T: Soul

L2  
C1

Maple & Sally, Great Adventure

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB into the WR. X equals the number of your ::Game:: Charas.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Game | BFR/S78-037S T: Soul

L2  
C1

Sally, Topical Blue Clothes

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.  
[A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "The Blue in your Eyes" is in your CZ, may pay. If so, deal X Damage to your Opp., and for the turn this gains +2000 Pow. X equals the Level of the card discarded by the cost of this ability. (Climax Cards are considered Level 0 for this effect. DC can occur)  
[A] When this is placed from hand to the Stage, you may choose a "Syrup, Awaken" in your WR and put it face-up under this as Marker.  
[S] [(1) Discard a Chara from hand to the WR] Choose a "Syrup, Awaken" from this card's Marker and place it to any slot of your Stage. At the end of this turn, you may place that Chara face-up underneath this as Marker.

Game - Weapon | BFR/S78-038 T: Soul

L3  
C2

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Sally, Topical Blue Clothes

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.  
[A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "The Blue in your Eyes" is in your CZ, may pay. If so, deal X Damage to your Opp., and for the turn this gains +2000 Pow. X equals the Level of the card discarded by the cost of this ability. (Climax Cards are considered Level 0 for this effect. DC can occur)  
[A] When this is placed from hand to the Stage, you may choose a "Syrup, Awaken" in your WR and put it face-up under this as Marker.  
[S] [(1) Discard a Chara from hand to the WR] Choose a "Syrup, Awaken" from this card's Marker and place it to any slot of your Stage. At the end of this turn, you may place that Chara face-up underneath this as Marker.

Game - Weapon | BFR/S78-038S T: Soul

L3  
C2

Sally, Super Speed

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Game:: Chara, you may move this to an empty Slot in the Front Row.  
[A] **ACCELERATE** [Put the top card of your LB to Clock] At the start of your Climax Phase, may pay. If so, until the next end of your Opp.'s turn this gains +2000 Pow.

Game - Weapon | BFR/S78-039 T: None

L0  
C0

Maple, Hibernate and Awaken

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Syrup, Awaken" in your WR and put it face-up under this as Marker.  
[S] [(1) Discard a Chara from hand to the WR] Choose a "Syrup, Awaken" from this card's Marker and place it to any slot of your Stage. At the end of this turn, you may place that Chara face-up underneath this as Marker.

Game - Shield | BFR/S78-040 T: Soul

L2  
C1

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

Syrup, Awaken

[C] If you have 2 or more ::Game:: Charas, this gains +1 Level and cannot be chosen by your Opp.'s abilities.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Game:: Charas.  
[S] [Rest this] Choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -1000 Pow.

Game - Monster | BFR/S78-041 T: Soul

L2  
C1

Maple, Guardian Angel

[C] If "Sally, Super Speed" is in your Clock, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Game::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may choose 1 ::Game:: Chara in your Clock and put it on the bottom of your LB.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR.

Game - Shield | BFR/S78-042 T: Soul

L3  
C2

Kasumi, Multitude of Colors

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Level 3 or lower Charas and put it in their WR. If so, your Opp. chooses up to 1 Cost 0 or lower Chara in their WR and places it to the same slot on their Stage.

Game - Weapon | BFR/S78-043 T: Soul

L3  
C2

Maple, Novice Adventurer

[A] CX COMBO When "If Something's Troublesome, Eat It" is placed to your CZ, if you have 5 or less Stock, all of your Charas gain the following ability for the turn. [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[S] [Rest this] Choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -1000 Pow.

Game - Shield | BFR/S78-044 T: None

L0  
C0

Sally, Certain Ability

[A] This ability activates up to twice per turn. When your other ::Game:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR.

Game - Weapon | BFR/S78-045 T: None

L0  
C0

Sally, Shadow Clone

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] For each of your other "Sally, Shadow Clone" in the Front Row, this gains +2000 Pow.

Game - Weapon | BFR/S78-046 T: Soul

L1  
C0

Maple, Collecting Medals

[A] [(1)] Put this in the WR] When your other ::Game:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.  
[A] **ENCORE** [Put the top card of your LB in your Clock]  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Shield | BFR/S78-047 T: None

L1  
C0

Maple, Relaxation

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose a "Sally, Relaxation" in your WR and put it Rested in the Slot this was in.

Game - Shield | BFR/S78-048 T: None

L1  
C0

Kasumi, Premature

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.  
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Weapon | BFR/S78-049 T: None

L1  
C0

Sally, Relaxation

--No Text--

Game - Weapon | BFR/S78-050 T: None

L1  
C0

Kasumi, Azure Sky Beyond the Clouds

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Weapon | BFR/S78-051 T: Soul

L2  
C1

Wooly

[Counter] Perform the following action twice. "Choose 1 of your Charas, and for the turn that Chara gains the following ability. [C] The Chara Opposite this gets -1 Soul." Send this to Memory.

BFR/S78-052 T: None

L2  
C2

Stopped Being Ordinary

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-053 T: Treasure

Stopped Being Ordinary

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-053R T: Treasure

The Blue in your Eyes

[A] When this is placed from hand to your CZ, choose up to 1 Chara with a Soul Trigger Icon in your WR, return it to your hand, choose up to 2 of your Charas and for the turn they gain +1 Soul.

BFR/S78-054 T: 2 Soul

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If Something's Troublesome, Eat It

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

BFR/S78-055 T: 2 Soul

Mii, Both Sides of the Heart

[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Game:: Chara in your WR and return it to your hand.

Game - Magic | BFR/S78-056 T: None

L0  
C0

Mii, Both Sides of the Heart

[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Game:: Chara in your WR and return it to your hand.

Game - Magic | BFR/S78-056SP T: None

L0  
C0

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

Maple, Walking Fortress

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] CX COMBO [Discard a "Maple, Walking Fortress" from hand to the WR, put a "Confrontation Between Guildmasters" from your CZ to the WR] At the beginning of your Attack Phase, if this is in your Front Row, may pay. If so, choose up to 1 of your other ::Game:: Charas, Stand it, choose up to 1 Chara in your WR and return it to your hand.

Game - Shield | BFR/S78-057 T: None

L1  
C0

Maple, Walking Fortress

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] CX COMBO [Discard a "Maple, Walking Fortress" from hand to the WR, put a "Confrontation Between Guildmasters" from your CZ to the WR] At the beginning of your Attack Phase, if this is in your Front Row, may pay. If so, choose up to 1 of your other ::Game:: Charas, Stand it, choose up to 1 Chara in your WR and return it to your hand.

Game - Shield | BFR/S78-057S T: None

L1  
C0

Misery, Saint

[C] If all your Charas are ::Game::, this gains +3000 Pow.  
[A] When this Direct Attacks, you may choose a ::Game:: Chara in your WR and put it to Stock.

Game - Magic | BFR/S78-058 T: Soul

L2  
C2

Misery, Saint

[C] If all your Charas are ::Game::, this gains +3000 Pow.  
[A] When this Direct Attacks, you may choose a ::Game:: Chara in your WR and put it to Stock.

Game - Magic | BFR/S78-058SP T: Soul

L2  
C2

Maple, Important Positioning

[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.  
[A] [Put this in the WR] When your other Chara is placed from Stage to the WR, if this is in the Back Row, may pay. If so, place that Chara Rested in the slot it was in.

Game - Shield | BFR/S78-059 T: None

L0  
C0

Mii, Flare Accel

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Magic | BFR/S78-060 T: None

L0  
C0

Mii, Flare Accel

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Magic | BFR/S78-060S T: None

L0  
C0

Misery, Change in Strategy

[S] [Rest this] If this does not have a Marker under it, reveal the top card of your LB. If the revealed card is Level 1 or higher place it face-down underneath this as Marker. (Climax cards are considered Level 0 for this effect. Otherwise put it back)  
[S] [Rest this] Put a Marker from under this in your Stock.

Game - Magic | BFR/S78-061 T: None

L0  
C0

Maple, Munch Munch Omp Omp

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Game - Shield | BFR/S78-062 T: None

L0  
C0

Maple, Munch Munch Omp Omp

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Game - Shield | BFR/S78-062S T: None

L0  
C0

Maple, Atrocity

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] CX COMBO [(6) Discard 2 cards from hand to the WR, place a "Boss Monster" from your CZ to the WR] When this Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp., deal 2 Damage to your Opp., and deal 3 Damage to your Opp.. (DC can occur)

Game - Shield | BFR/S78-063 T: Soul

L3  
C2

Maple, Atrocity

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] CX COMBO [(6) Discard 2 cards from hand to the WR, place a "Boss Monster" from your CZ to the WR] When this Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp., deal 2 Damage to your Opp., and deal 3 Damage to your Opp.. (DC can occur)

Game - Shield | BFR/S78-063S T: Soul

L3  
C2

[A] CX COMBO [Discard 3 Charas from hand to the WR] When this card is placed to the Stage via the effect of "Guildmaster of Kingdom of the Flame Emperor", may pay. If so, Stand this card. (This is also activated if placed on the Stage by the Standby icon of "Guildmaster of Kingdom of the Flame Emperor" when revealed as a Trigger Check)

**L3**  
**C2**

[A] CX COMBO [Discard 3 Charas from hand to the WR] When this card is placed to the Stage via the effect of "Guildmaster of Kingdom of the Flame Emperor", may pay. If so, Stand this card. (This is also activated if placed on the Stage by the Standby icon of "Guildmaster of Kingdom of the Flame Emperor" when revealed as a Trigger Check)

L3  
C2

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and for the turn it gains the following ability. "[C] This cannot be returned to hand or sent to Memory."

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

L0
C0

$$\frac{L0}{C0}$$
$$\frac{L1}{C1}$$

**L2**  
**C1**

**L2**  
**C1**

L3  
C2

**L1**  
**C0**

L1  
C0

$$\frac{L1}{C1}$$

**L2**  
**C1**

$$\frac{L1}{C1}$$

1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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[A] CX COMBO When "Duel System" is placed to your CZ, this is in your Front Row, and you have another "Frederica, Information Warfare", reveal the top card of your LB. If it is a ::Game:: Chara, choose up to 1 of your Opp.'s Level 3 or lower Charas, return it to their LB, and your Opp. shuffles their LB. (put the revealed card back)

$$\frac{L2}{C1}$$

[A] CX COMBO When "Duel System" is placed to your CZ, this is in your Front Row, and you have another "Frederica, Information Warfare", reveal the top card of your LB. If it is a ::Game:: Chara, choose up to 1 of your Opp.'s Level 3 or lower Charas, return it to their LB, and your Opp. shuffles their LB. (put the revealed card back)

L2  
C1

[A] [(1) Discard a ::Game:: Chara from hand to the WR] When this is Front Attacked may pay. If so, for the turn, this cannot be Reversed.

L2  
C2

L2	
C2	

LO  
CO

**LO**  
**CO**

$$\frac{L1}{C0}$$

L1  
C0

L1  
C0

$$\frac{L1}{C1}$$

**L3**  
**C2**

LO  
CO

$$\frac{L0}{C0}$$

LO  
CO

LO  
CO

$$\frac{L1}{C0}$$
$$\frac{L1}{C1}$$
$$\frac{L2}{C1}$$



Maple, Extreme Swing

[A] When this attacks, if you have 4 or more other ::Game:: Charas, choose 1 of your Charas, and for the turn, that Chara gains +2 Soul.  
[A] [Discard a card from hand to the WR] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Game - Shield | BFR/S78-104 T: Soul

L2  
C1

Sally, Sword Dance

[C] **EXPERIENCE** On your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, for the turn, this gains +6000 Pow.  
[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in Memory and place all cards in Memory that were not chosen into the WR.:"

Game - Weapon | BFR/S78-105 T: Soul

L2  
C1

Spell Stash

Look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

BFR/S78-106 T: None

L1  
C0

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Deploy - Left Hand

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-107 T: Soul Gate

Deploy - Left Hand

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-107R T: Soul Gate

Area of Eternal Sunset

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-108 T: Soul Gate

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Booster Pack

Area of Eternal Sunset

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-108R T: Soul Gate

Duel System

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

BFR/S78-109 T: 2 Soul

Akashic Record

[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-110 T: Draw

Maple, Fun Time

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.  
[A] When a Climax is placed in your CZ, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +500 Pow.

Game - Shield | BFR/S78-111 T: None

L0  
C0

Kasumi, Repaying a Favor

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Game:: Charas and this, then Stand and Swap them.

Game - Weapon | BFR/S78-112 T: None

L1  
C1

Mii, Charisma

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Game:: Chara, Rest this. (Put the revealed card back)  
[A] When this attacks, reveal the top card of your LB. If the revealed card is a ::Game:: Chara, for the turn this gains +2000 Pow. (put the revealed card back)

Game - Magic | BFR/S78-113 T: None

L0  
C0

Sally, New Equipment

[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Sally, New Equipment" in your Memory and put it in any Slot on the Stage.

Game - Weapon | BFR/S78-114 T: Soul

L2  
C1

Maple & Sally, Good Friend Duo

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
[A] When this attacks, reveal the top card of your LB. If the reveal card is a ::Game:: Chara, put it in your hand, choose a card on your hand and discard it. (otherwise put it back)

Game | BFR/S78-P01 T: None

L0  
C0

Maple, New Skill

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage may pay. If so, choose a ::Game:: Chara in your Clock, return it to hand, and put the top card of your LB to Clock.

Game - Shield | BFR/S78-P02 T: None

L0  
C0